
Subject: Re: What Does PhysicalGameObj::Get_Bullseye_Position() do?

Posted by [saberhawk](#) on Mon, 16 Sep 2013 01:26:51 GMT

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iRANian wrote on Sun, 15 September 2013 15:07 Could it be related to the hooming code?

No. As far as I can tell, it's primarily used for AI "seen" logic.
